ELECTRONIC ARTS™

ADVANCED FLIGHT TRAINER ™

ENGLISH

AMSTRAD DISK

Getting Started

1. If you wish to use a joystick, Plug it into the joystick port.
2. If you are using an external disk drive **FD1** with a **464**, turn on the drive before the computer.
3. Insert side **A** of the **AFT** disk into the drive, then turn on your computer and monitor.
4. At the Ready prompt type, **RUN "AFT"** and press **RETURN**.
5. Flip the disk and press a key when requested to do so.
6. Once **AFT** has booted, the Main menu is displayed in the 128K version from where you select a mission as described below in Menus.

   The 64K version does not have a Main menu but rather goes straight to Test Flight as this is the only mission available.

Notes:

* **RETURN** refers to the large enter key and **ENTER** refers to the small enter key on the **464**.
* Throughout these instructions, we refer to the joystick. If you are using the keyboard, you can use the cursor keys instead of the joystick.

Menus

Some missions contain a single menu, while others contain a menu bar containing the titles of several pull-down menus. You begin flying immediately at the start of every mission so press the **ESC** key to see the mission menu or menu bar. Select a pull-down menu by moving the joystick left or right and press the button or **RETURN** to pull it down. Push the joystick forward or pull it back to highlight commands within the menus and press the button or **RETURN** to select.

Use the **ESC** key to close menus and return to flying without selecting any command.
In missions with multiple menus like Test Flight, moving the joystick left or right will close the currently open menu and open an adjacent menu.
To return to the Main menu press **ENTER** while you are flying. *

Controlling AFT Planes

The joystick controls the ailerons and rudder, which in turn affect your plane's attitude. The rudder is always coupled to the ailerons in the Amstrad version of AFT. That is to say the rudder moves in unison with the ailerons to co-ordinate a turn. In a real aeroplane the rudder is controlled with a set of pedals while the stick affects only flaps and ailerons. However, you can slip (see manual glossary) toward a turn, and skid (see manual glossary) away from a turn using the f0/0 and decimal point keys on the keypad. Press the **button** or **spacebar** during flight to neutralize the rudder, thereby cancelling any slip or skid and also centring the ailerons.

Keyboard Commands

Menus:

J................	Intro Flight *
@..............	Test Flight *
K................	Aeroplane racing *
L................	Formation Flying *
M..............	Flight Instruction *
ENTER....	(During flight only) Main Menu *
ESC..........	Open/Close menus

Aeroplane:

1 to 0	Set throttle % 1=10%, 0=100%
O..................	Throttle off
f0/0.............	Trim Rudder left
. ...	Trim Rudder right
B..................	Toggles brakes on/off
F....................	Toggles flaps up/down
G..................	Puts landing gear up/down
H..................	Toggles HUD on/off
+/-.................	step power up/down

Simulator:

Q = Satellite	**W** = Up	**E** = Rear	**R** = Full forward *
A = Left	**S** = Cockpit	**D** = Right	
Z = Tower	**X** = Belly	**C** = Chase Plane	
P = Pause	**>** = Zoom in	**<** = Zoom out	**N** = Sound on/off

I = Temporarily switches from "Observe" to "fly" in Flight instruction; i.e. puts you in control. *

* Items marked with an asterisk are not available in the 64K version.

Differences in Amstrad AFT

Because **AFT** is available on a wide variety of computers with differing capabilities, some commands and features described in the **AFT** manual are different or unavailable in the Amstrad version.
Due to memory limitations, the 64K version only has the Test Flight option.

Recording: (Not available in the 64K version)

You can only record your flights in Formation Flying and Aeroplane racing.

Formation Flying: (Not available in the 64K version)

The Formation Flying mission has three recording slots you can use for your own stunts. These recording slots use a **P-51** flying near the main airport until you record your own stunts with your own planes. The following example shows how to record a stunt in slot #1:

1. Select **Formation Flying** from the Main menu and press **ESC** after the Deadman stunt begins.
2. Select the **#1** recording slot from the **Formation Flying** menu and press **N** to cancel the recording and immediately press **ENTER** to return to the Main menu.
3. Select Test Flight from the Main menu then press **ESC** to show the menu bar.

4. Select your plane and location from those menus then press **ENTER** to go to the Main menu.
5. Select Formation Flying then press **Y** to begin recording with your plane and location selections.
6. Press **ESC** then select any option to end the recording.

Aeroplane Racing: (Not available in the 64K version)

This gives you the option to record your race to disk at the end of a race which you win or after selecting "**Clear Checked Race**" from the menu. Enter **Y** to record it or any other key to cancel.

Menus

The menus that are not used in the Amstrad Version of AFT include:

1. **Demo** - now called "**Intro Flight**".
2. **Option**
3. **Zoom**
4. **Eye**.
5. **Sys**

Note: Even though these menus are not used in the Amstrad version, most of the commands they contained are still available through keyboard equivalents listed above under Keyboard Commands.

Commands

The menu commands are fully spelled out on screen in the Amstrad version (they are abbreviated in the manual to match their appearance in the IBM version). The menu commands that are not used in the Amstrad version are:

1. **Coupled Rudder**
2. **Instant Replay**
3. **Next Stunt**
4. **Record Advance**
5. **Record Aerobat**
6. **Record Manoeuvre**
7. **Record Basic**
8. **Redo Stunt**
9. **Wind**

Instruments

1. Altimeter - has a digital display for thousands of feet instead of a second needle.
2. **Control surface monitor** - does not display flap, rudder or aileron positions.
3. The rudder is always coupled to the ailerons.
4. There is no **"direction finding radio"** to find the airport. A + appears in the **HUD** to mark the airport's position. The second airport is 40 miles east instead of 40 miles north.
5. **Slip indicator** - there are no reference marks on the indicator.
6. **Brakes** - The plane's brakes will remain on until you press **B** a second time.

Test Flight

There is no flight recorder and thus no instant replay in Test Flight.

Formation Flying (Not available in the 64K version)

1. Each manoeuvre consists of only one stunt, thus you cannot Redo, Skip or go to Next Stunt.
2. The scoring does not display a graph of your performance. Only a score from **1** to **100**.
3. Recording a stunt - Use the procedure described above instead of the one described in the manual.
4. Formation Flying has the 6 routines described in the manual plus three recording slots.
5. **"Recording Considerations"** discussed in the manual does not apply to the Amstrad version although the recordings are limited in length. Recording will end when you reach the maximum length.

Aeroplane Racing (Not available in the 64K version)

1. You can only race against one opponent and the planes start at zero throttle.
2. There is only one menu with an additional command called "**Clear Checked Race**". This clears all the competition from the currently selected race and you must successfully fly the course again before a new opponent will be added.
3. The 2 mile box race uses the **P-51** instead of the **Spitfire** as described on page 23 of the manual.
4. You can record your race to disk only at the end of a race that you win.

Flight Instruction (Not available in the 64K version)

1. There is no flight recording in the Flight Instruction mission.
2. Demo is under the Aerobatic Instruction menu and not the Advanced Instruction menu.

Amstrad Version	Stefan Walker
Software Design Implementation	Ned Lerner
Aerodynamic Model	Gabe Hoffman
Technical Consultant	Brig. General Chuck Yeager USAF (Ret.)
Producer	Jocelyn Ellis
Program art	Richard Antaki & Michael Kosaka

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Home Computer Software

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ELECTRONIC ARTS LIMITED
11/49 STATION ROAD, LANGLEY, BERKS SL3 8YN, ENGLAND